SOFTDISK

THE APPLE MAGAZINE ON DISK

FOR APPLE II+, IIe, & IIc COMPUTERS

NUMBER 54 • $12.95
2 DISKETTES INSIDE

READY-TO-RUN PROGRAMS
INCLUDING
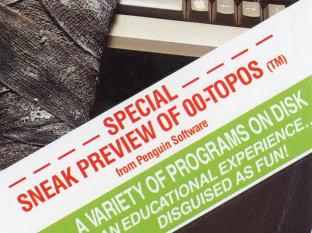
Strange sounds are coming from the

HAUNTED HOUSE

Enter at your own risk

MENTAL MATH
Math-er-cize your mind

KNOCKOUT TRIVIA
Trivia with a punch!

74470 19297 8

54

see back for complete contents

SOFTDISK

makes your APPLE worthwhile.

WORKS ON II+, IIe, & IIc

Q. WHAT IS IT?

A. Two diskettes containing complete programs...not just demos!

Q. WHAT KIND OF PROGRAMS?

A. All kinds...graphics, text, music, educational, fun, useful, instructive and even psychological.

Q. WILL IT HELP MY CHILDREN IN SCHOOL?

A. Yes, it will give them a scholastic edge and furthermore it will make your decision to buy a home computer a wise one.

Q. WHO IS IT FOR?

A. Everybody in the family! You may buy it for the kids...but it will cause a family bottleneck at the APPLE keyboard.

These programs are contained on the two diskettes in this package:

NUMBER 54

EDUCATIONAL

APPLICATIONS

ENTERTAINMENT

TOOLS

—SPECIAL FEATURE—

HAUNTED HOUSE
by Joe Garrett
Strange and dangerous creatures prowl the corridors of this not-quite-so deserted mansion in this text adventure game.

—EDUCATIONAL—

A CAPITAL IDEA
by John Hauman
This program helps young children learn the states and capitals. Best of all, the program can be easily modified to teach anything that can be learned from flash cards.

MENTAL MATH
by Christine Benoit
Using this program is a perfect way for a youngster to practice doing math functions quickly— and can challenge adults as well.

ARITHMATUTOR
by Danny O. Dalen
This educational program is designed to help a young student's addition skills.

GALLERIE d'ART
by Jerry Jones
SOFTDISK has another exhibit in our digital fine arts gallery. This month's reproductions and commentary focus on the works of M. C. Escher.

SPELLING ANALYZER
by Bill Lemanski
Are you a good speller? SPELLING ANALYZER finds out for sure. It is a great way for students to build their spelling skills.

ML SPOKEN SOFTLY (part five)
by Stephen Lepisto
Stephen Lepisto takes us deeper into the world of assembly language programming.

—APPLICATIONS—

AUTO MENU
by Christine Benoit
Making changes to your menus does not necessarily mean tedious reprogramming— not if you have AUTO MENU. You can alter this versatile menu program by merely making a few changes to the DATA statements.

—ENTERTAINMENT—

SNEAK PREVIEW OF OO-TOPOS (TM)
.... An introduction to a hot new product. Softdisk turns the spotlight on the latest and greatest hi-res adventure game which is available from Penguin Software.

KNOCKOUT TRIVIA
by the Chiang Brothers
Are you ready for a new twist in trivia games? Knockout Trivia pits you against Rocky Robot in a fight to the finish. Answer correctly and you can throw a punch— but be careful— a wrong answer and Rocky counterattacks.

FALLOUT
by Bill Lemanski
This unique two-player game challenges your ability to think ahead— you maneuver rows of sliding blocks to undermine your enemy's positions.

POTATO THERAPY
by Jeff Truelsen
Is life a little too hectic? Perhaps a little potato therapy is in order— a series of beautiful, constantly evolving patterns guaranteed to calm your nerves.

—TOOLS—

WALLY WABBIT'S CARTOON STUDIO
by Greg Malone
The final installment of Greg's graphics tutorial shows us how to create our own animated sequences.

ALL BASE CALCULATOR
by Tom Phelps
ALL BASE CALCULATOR will add, subtract, multiply, and divide two numbers of the same or different base, then display the answer in the base you choose.

—PLUS—

THROUGH THE LOOKING GLASS:
AN OBSERVER'S NOTEBOOK
by Jon Barnes
"The Silicon Muse." How are our perceptions of computers changing? "The Silicon Muse" explores how writers are entering the Computer Age.

PRINT SHOP (TM) IMAGES
SOFTDISK is pleased to donate still more beautiful images to your Print Shop Library.

SOFTDISK